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ABSTRACT

Over 160 microcomputer software programs for elementary and secondary school social studies programs are included in this annotated bibliography. Listed in alphabetical order by the name of the program, the annotation contains a description of the program, appropriate grade level, the name of the system and whether it is available on disk or cassette, the supplier of the system, and the 1982 price. Topics include, for example, alcohol, a study of a developing country, war games, clock (to help students learn to tell time), energy, how to read in content areas, map reading, psychotherapy, the revolutionary war, urban planning, survival skills, transportation, and the U.S. Constitution. The software is designed either as simulation or as practice/drill exercises. Several programs comprise a series of units: Know Yourself, Elementary Social Studies Series, War Game Series, Sensational Simulations, and Social and Economic Situations. The author notes that a limitation to the bibliography is that annotations are derived from supplier catalogs rather than being based on user experience and analysis. (KC)

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Working Draft

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A BIBLIOGRAPHY OF MICROCOMPUTER SOFTWARE FOR SOCIAL STUDIES EDUCATORS

Prepared by

Dr. James O. Hodges
Virginia Commonwealth University

in cooperation with the

Social Studies Service
Virginia Department of Education

SO 014 325

September 1982

INTRODUCTION

The Social Studies Service at the Department of Education, in conjunction with Dr. James O. Hodges, Associate Professor, Division of Teacher Education, Virginia Commonwealth University, has embarked on a project to provide assistance to social studies educators in Virginia with microcomputer technology in the classroom. The Department has sponsored two conferences for school administrators, supervisors, and lead teachers to familiarize them with educational uses of the microcomputer in general and social studies microcomputer software in particular.

The 18th Annual Conference for Social Studies Educators in Virginia, K-12, has much time devoted to this innovation and its possible impact on the social studies curriculum. At this conference, social studies teachers will be exposed to the microcomputer, the corresponding social studies software, guidance in microcomputer usage, and selection of pre-packaged materials.

Following is an annotated bibliography of social studies microcomputer software which was developed largely by Dr. James O. Hodges at Virginia Commonwealth University. The bibliography contains software that has not been reviewed or evaluated for use in the social studies classroom. It is, more or less, a compilation of pre-packaged software delineated in various publishers' catalogs. During the school year, the bibliography will be refined as well as an instrument developed for analyzing social studies computer software. Using that instrument, the task of analyzing much of the software contained in this bibliography will be undertaken. This will be followed with a published bibliography of social studies computer software for the various social science disciplines.

Microcomputer-based instruction in the social studies has arrived in many localities. This bibliography, along with conference presentations and newly developed college course offerings are an attempt to prepare educators for what seems to be the inevitable--the microcomputer in the social studies classroom.

Dr. Thomas A. Elliott
Associate Director
Social Studies Service
Department of Education

PREFACE

Microcomputer-based learning is a new dimension in education. The microcomputer, along with essential software, has become a significant budget item in school divisions throughout Virginia, giving evidence of rapid emergence as a major educational tool for use in the classroom. Teachers, by their own initiative or upon the urging of administrators, are signing up for computer courses and attending workshops and conferences to learn how to use this new form of media. Computer literacy courses have found a place in the curriculum of many elementary and secondary schools.

Along with this increasing use of microcomputers is the proliferation of software or computer programs. The number of companies supplying computer programs has easily passed the hundred mark. In number of programs available, mathematics is the clear leader and, by comparison, social studies is far behind. However, programs for social studies are rapidly increasing in number and variety. While many of these programs offer exciting possibilities for enhancing certain kinds of learning, others are of little value and may be detrimental to effective and efficient learning. The task of locating and identifying educationally sound social studies programs is a growing problem.

Social studies teachers and educators cannot ignore this latest technological advance. Many teachers are already making use of the computer in a variety of ways in social studies classes. It seems especially urgent that we develop a means of communicating what is educationally sound and can be used to enhance social studies education. There is an immediate need for an annotated bibliography of social studies programs based on careful analysis and evaluation of available software. Hopefully, such a bibliography would also include reports from teachers who have used the programs in their social studies classes.

This list of social studies software is a working draft and first step in that direction. It has many limitations, the most important of which is that the descriptions are based, not on user experience and careful analysis, but on descriptions in catalogs of developers and suppliers. The titles and descriptions may make the programs sound much better than they are. For that reason, the reader is urged to exercise caution when ordering software programs based on information provided in this listing.

In using this listing of programs, the teacher/educator should be aware of the following explanation and limitations:

1. Approximately one hundred letters were sent to producers asking for software catalogs. While the majority complied, only a relatively small number of the catalogs contain programs which might be appropriate for social studies. The list of suppliers is by no means complete. Undoubtedly, there are other programs, perhaps many, that could be used in social studies education that do not appear in this list.

2. It was found that while several suppliers might list the same program, there were differences in description, price and in the required hardware. One supplier might list a program for only one

computer, while another might indicate that the program was available for several different computers. Some listed both cassette tapes and disks while other suppliers listed one or the other. Prices tended to be consistent among suppliers but there was some variation. Teachers are urged to consult individual catalogs before deciding to purchase.

3. Many items were included in this listing because the titles and/or descriptions sounded appropriate or because the descriptions were suggestive of the kinds of programs that might be appropriate for social studies instruction. Examination of the program might show they are not appropriate and should be dropped from this list.

Explanation of Format

1. Programs are listed alphabetically by title. Some programs are parts of other programs and thus may be described more than once in the listing. If the price is not shown for a particular program, it is likely that the program is included along with others under a different title.

2. Where the developer of the program could be identified at this time, the name is in parenthesis at the end of the description. It was felt that this was necessary to aid in identifying different programs with the same title.

3. While the information on systems is believed to be accurate, it is often incomplete. Some suppliers provide more information than others and occasionally there appeared to be contradictions in information provided by different suppliers.

4. Prices of programs are from 1982 catalogs; however, they are subject to change. There is some variation in prices and where this was evident, both the high and low prices were given, separated by a dash ($9.95 - $12.95). Where both cassette tapes and disks are available and there is a difference in price, the cassette price is listed first and the disk second separated by a slant bar ($9.95/$10.95).

5. All suppliers are listed based on available information at this time. There may be other suppliers for many of the programs.

The preparation of this list of programs has been both exciting and frustrating. Much more needs to be done to make it a more useful tool for decision makers. It would be especially helpful if teachers and educators who have knowledge of these of other social studies programs would send written comments to the author. A revision of this working draft will be prepared as soon as the quanity and quality of additional information will justify it.

Dr. James O. Hodges
Division of Teacher Education
Virginia Commonwealth University

Across the Plains — upper elementary - adult

A set of four programs designed to acquaint students with the westward movement in American history, while using a game-playing format that utilizes real places and events. Each program focusses on one stage of the journey. Two players try to complete the overland trip to California. Correctly answering bonus questions about the westward movement enables player to acquire funds which may be used to purchase needed items. (Micro-Ed)

Systems: Pet, 16K, cassette or disk — $39.95

Suppliers: Micro-Ed

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Air Traffic Controller

A simulation that puts the player in charge of a 400-square-mile sector with over 25 aircraft that must be controlled as they take off, land, and fly over the air space. Requires ability to rapidly analyze altitude or heading, maintain a holding pattern, and clear for approach at two airports.

Systems: Apple, 32K, disk — $19.95 - $21.95
TRS-80, 16K, cassette — $11.95 - $12.95

Suppliers: K-12 Micro Media; Opportunities for Learning

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Alcohol

(Part of Know Yourself)

Uses body weight, time, and type and number of drinks to predict behavior.

Systems: Apple II, Integer BASIC, 16K, cassette

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American Biographies — grade 4

(See Elementary Social Studies Series, Right On Programs)

Systems: Apple, cassette or disk — $13.00/$15.00
Pet, cassette or disk — $13.00/$15.00
TRS-80, cassette or disk — $13.00/$15.00

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American Indians grade 5

(See Elementary Social Studies Series, Right On Programs)

Systems:		
	Apple	$13.00/$15.00
	Pet	$13.00/$15.00
	TRS-80	$13.00/$15.00

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Ancient Kingdom Simulation

(Part of Educational Package II, Micro Learningware)

Systems: TRS-80, cassette or disk

****

Annam: The Study of a Developing Country grades 7 - adult

User plays the role of a leader of a developing country, aided by a superpower and in rivalry with an aggressive Communist neighbor. User has a small standing army, different interest groups in his country, rivals at high levels, and must remain popular to govern. Many decisions must be made which lead to change in conditions and more decisions. Conditions are presented at random so there are many different possible endings. Program Guide. (By Michael Roessler)

Systems:		
	Apple II Plus, diskette	$49.00
	Pet, diskette	$49.00
	TRS-80, diskette	$49.00

Suppliers: Educational Activities, Inc.

****

Astro Word Search: Geography grades 7 and up

Search for hidden geographical place names in a pattern of letters generated by the computer. Words can be hidden across, down or diagonally. Three programs generate hundreds of different puzzles. Computer keeps score. (Program Design)

Systems:		
	Apple, Applesoft, 32K, disk	$23.95
	Atari, 16K, cassette, requires joystick	$16.95
	TRS-80, 16K, cassette	$14.95/$16.95

Suppliers: Program Design; The Micro Center; Opportunities for Learning

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Armorcar

(Part of Fall of the Third Reich and Armorcar. See War Games Series)

It is Feb. 2, 1944 at Minsk, Russia and a German front-line unit is hard pressed for radio equipment and medical supplies. A relief convoy of armored cars must reach them through partisan-infested territory. A two-player war game.

Systems: All computers, 32K disk/diskette

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Atlantis

(Part of Microcosm I, Basics and Beyond, Inc.)

Systems: TRS-80, 16K, cassette $16.95

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Bargain grades 9 - 12

(Part of Social Studies, Vol. 2, Minnesota Educational Computing Consortium)

Simulates the collective bargaining process by making students a part of it as representatives of either the company or the union.

Systems: Apple II, Applesoft, 32K, diskette

****

Battleground

A program for war-gamers. Two players assume roles of German and American commanders as Allied Forces are sweeping toward Berlin in late 1944. Players experience the responsibility of battle-area commanders as they make decisions about the use of tanks, planes, artillery, engineers, and vehicles.

Systems: TRS-80, 16K, cassette $9.95

Suppliers: Instant Software

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Blitzkreig

(Part of Panzier and Blitzkreig. See War Game Series)

A two-player war game. It is the Spring of 1940 in Northern France and German forces have penetrated the Ardennes and Meuse. The collapse of the French armies in the south has taken place and the drive is on for Paris.

Systems: All computers, 32K, disk/diskette

****

Calendar Skills grades 2 - 5

Ten lessons with 20 presentations each include order of days and months, abbreviations, seasons, and major holidays. A teacher's management file allows for retention of incorrect responses for up to 100 students. Teacher's Guide.

Systems: Apple II or Apple II Plus, 48K, diskette $29.95

Suppliers: Charles Clark Company

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Capitals of the U.S.

(Part of Geography Terms, Capitals of the U.S., TYC Software)

(See Individual Study Center)

Systems: Apple, Applesoft, 48K
TRS-80, 16K

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Career Education

Contains seven computer assisted courseware programs whose goal is to understand what has been read while acquiring skills necessary for reading comprehension. Programs include: How to Get and Hold a Job; You Can Get the Job; How to Read a Map; Getting to Work; Earning Money Now; What you Should Know About Insurance; First Weeks of Work; and, The Interview. (See The Survival Skills Series for additional description.)

Systems: Apple II, 48K, disks $29.95 each/ $209.65 set

TRS-80, 16K, cassette $24.95 each/ $174.65 set

Suppliers: Eye Gate Media

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Change Agent

A simulation game designed to teach the basic function of a change agent and to facilitate students' understanding of the theory of innovation diffusion and its application to developing societies. (Conduit)

Systems: TRS-80, 32K, disk $35.00

Suppliers: Conduit

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Christopher Columbus

(Part of Exploring America Series)

One of six programs designed to learn about and understand the people and events that contributed to the exploration and settling of our country. See Exploring America Series for additional description.

Systems: Apple, 48K, disk
TRS-80, 16K, cassette

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Civil elementary

(Part of Social Studies, Elementary, Vol. 3, Minnesota Educational Computing Consortium)

A two-player simulation of 14 Civil War battles. As Confederate and Union commanders the students plot strategies and weigh problems such as food, logistics, and morale.

Systems: Apple II, Applesoft, 32K, diskette

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Civil War Period

(Part of Civil War Period/Industrial Revolution, TYC Software)

(See Individual Study Center)

Systems: Apple, Applesoft, 48K
TRS-80, 16K

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Clock grades 1 - 5

Designed to help students learn to tell time. Three separate formats may be chosen by the student or teacher: (1) set the hands of the clock when the time is given digitally; (2) set the hands of the clock when the time is given in words, and (3) type the digital time when the hands of the clock show the time. Provides five levels of difficulty. A teacher's management file allows for retention of incorrect responses for up to 100 students. Teacher's Guide.

Systems: Apple II or Apple II Plus, 48K, diskette $39.95

Suppliers: Charles Clark Company

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Clock primary

Presents problems in telling time. Each lesson consists of twelve randomly selected clock faces showing various times. The learner answers by typing in the hour, then the minutes. Typing "H" will reveal the right answer. Computer will not print incorrect keys, thus the learner is guided to the correct answer. At the end of each lesson, the learner's performance is summarized, including a listing of specific times that gave trouble.

Systems: Pet $7.95
TI 99/4 $9.95

Suppliers: Micro-Ed

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Colonial Period

(Part of Colonial Period, Constitutional Period, TYC Software)

(See Individual Study Center)

Systems: Apple, Applesoft, 48K
TRS-80, 16K

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Computer Literacy

(Part of Know Yourself)

Poses questions on history, technology and practices in the computer field.

Systems: Apple II, Integer BASIC, 16K, cassette

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Constitutional Period

(Part of Colonial Period, Constitutional Period, TYC Software)

(See Individual Study Center)

Systems: Apple, Applesoft, 48K
TRS-80, 16K

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Consumer Education

Contains eight computer assisted courseware programs whose goal is to understand what has been read while acquiring skills necessary for reading comprehension. Programs include: Buying a Used Car: What to Look For; Reading Ads; Consumerism; Comparative Shopping; Consumer Laws; Consumer Fraud; Getting Consumer Help; and Understanding Labels. (See The Survival Skills Series for additional description.)

Systems: Apple II, 48K, disk — $29.95 each/ $239.60 set

TRS-80, 16K — $24.95 each/ $199.60 set

Suppliers: Eye Gate Media

****

Continent senior high

(Part of Social Studies, Vol. 2, Minnesota Educational Computing Consortium)

Identifies continents and countries. Gives practice in naming the continents on which 86 countries are located.

Systems: Apple II, Applesoft, 32K, diskette

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Country senior high

(Part of Social Studies, Vol. 2, Minnesota Educational Computing Consortium)

Drills students on capitals of various countries throughout the world.

Systems: Apple II, Applesoft, 32K, diskette

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Country

(Part of History and Geography Package, Micro Learning)

Students answer questiona about countries and their location throughout the world.

Systems: Apple II with Applesoft or Apple II Plus, 48K, disk
Pet, 8K, cassette
TRS-80, 16K, cassette; 32K, disk

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Country Guess

(Part of Microcosm I, Basics and Beyond, Inc.)

Systems: TRS-80, 16K, cassette

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Crisis senior high

(Part of Social Studies, Vol. 2, Minnesota Educational Computing Consortium)

Simulates a confrontation situation in Berlin between the United States and the Soviet Union.

Systems: Apple II, Applesoft, 32K, diskette

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Daniel Boone

(Part of Exploring America Series)

One of six programs designed to learn about and understand the people and events that contributed to the exploration and settling of our country. (See Exploring America Series for additional description.)

Systems: Apple, 48K, disk
TRS-80, 16K, cassette

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The Decades Game — grades 9 and up

One to four players learn historical data as they determine the dates of events in America's politics, economics, technology, science and art. There are three series of five different games in each series. The last program in each series is a test on the material preceding it. The computer records and scores the responses. The computer tallies the test, reports and comments on the grade, and suggests which lessons should be restudied. Information Booklet and Teacher's Guide. (Brain Box)

Systems:	Apple, Applesoft 48K, cassette or disk	$50.00 each series
	Pet, 16K, cassette or disk	$50.00 each series

Suppliers: Brain Bank (formerly Brain Box); K-12 Micro Media; The Micro Center

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Direction and Distance — primary

Program uses a game format to teach children the eight directions of north, south, east, west, northeast, southeast, southwest, and northwest. They also learn to estimate the distance between two objects displayed on the computer screen.

Systems:	Pet, 8K, cassette	$7.95/$9.95
	TI 99/4	

Suppliers: Micro-Ed; Opportunities for Learning; Scholastic Software

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Early Civilization — grade 6

(See Elementary Social Studies Series, Right On Programs)

Systems:	Apple, cassette or disk	$13.00/$15.00
	Pet, cassette or disk	$13.00/$15.00
	TRS-80, cassette or disk	$13.00/$15.00

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Ecological Modeling

Eight programs introducing techniques for modeling ecological systems. Students test hypotheses and predict results by controlling initial population, growth rate, time length of simulation, and other parameters. (Conduit)

Systems: TRS-80, 32K, disk $60.00

Suppliers: Conduit

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Ecology Simulations-I

Player investigates real-world problems and experiments with approaches that might be disastrous in real life. The four simulations are adaptations of the Huntington Project. POP uses three different models of population projection to explore U.S. demography. STERL is a fly control exercise. TAG shows some tagging and recovery methods. BUFFALO deals with herd management. (Creative Computing Software)

Systems:		
	Apple with Applesoft or Apple II Plus, 48K, disk	$24.95
	Pet, 8K, 16K, cassette	$24.95
	TRS-80, 16K, cassette; 32K, disk	$24.95

Suppliers: Creative Computing Software; Opportunities for Learning; The Micro Center

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Ecology Simulations-II

Four simulations that are related to health and environmental sciences. POLLUTE deals with the problem of the accumulation of certain waste materials in waterways and their effect on oxygen levels in the water. RATS has player role-play the part of a health department official devising an effective practical plan to control rats. MALARIA has the health official trying to control a malaria epidemic. DIET is designed to explore the effect of four basic substances, protein, lipids, calories, and carbohydrates, on your diet. (Creative Computing Software)

Systems:		
	Apple, 48K, disk	$24.95
	Pet, 8K, 16K, cassette	$24.95
	TRS-80, 16K, cassette; 32K, disk	$24.95

Suppliers: Creative Computing Software; Opportunities for Learning; The Micro Center

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Economy Simulation

(Part of Educational Package I, Micro Learningware)

Systems: TRS-80, 16K, cassette or disk $14.95

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Educational Package I

Includes a cell simulation, economy simulation, survival of the fittest simulation, projectile motion, and textbook reading difficulty analysis. (Micro Learningware)

Systems: TRS-80, 16K, cassette or disk $14.95

Suppliers: Micro Learningware

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Educational Package II

Includes change-making drill and practice, hangman word game, two-player alphabet game, ancient kingdom simulation, and guess-the-animal game. (Micro Learningware)

Systems: TRS-80, 16K, cassette or disk $14.95

Suppliers: Micro Learningware

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Elect 1 senior high

(Part of Social Studies, Vol. 1, Minnesota Educational Computing Consortium)

Systems: Apple, Applesoft, 32K, disk

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Elect 2 senior high

(Part of Social Studies, Vol. 1, Minnesota Educational Computing Consortium)

Systems: Apple, Applesoft, 32K, disk

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Elect 3 senior high

(Part of Social Studies, Vol. 1, Minnesota Educational Computing Consortium)

Systems: Apple, Applesoft, 32K, disk

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Electoral College

Illustrates the working of the Electoral College System in the United States. Players simulate presidential elections, selecting their own candidates and estimating their likelihood of winning on a state by state basis. Graphic and numerical results are shown.

Systems: Apple, 32K, disk $26.95

Suppliers: Opportunities for Learning

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Elementary Social Studies Series grades 1 - 6

Designed to provide reading practice in specific grade-appropriate content areas. Most programs conclude with a matching game or a brief quiz to check knowledge of the material. Programs (with grade level) include:

Farm Life (1)
Holidays and Festivals (2)
Transportation (2)
World Polar Regions (3)
World Desert Regions (3)
American Biographies (4)
States of the U.S. (5)
American Indians (5)
The Middle Ages (6)
Early Civilizations (6)

(Right On Programs)

Systems: Apple, cassette or disk $13.00/$15.00 each/ $127.50/$145.00 set

Pet, cassette or disk $13.00/$15.00 each/ $127.50/$145.00 set

TRS-80, cassette or disk $13.00/$15.00 each/ $127.50/$145.00 set

Suppliers: K-12 Micro Media

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Energy senior high

(Part of Social Studies, Vol. 1, Minnesota Educational Computing Consortium)

Developed at N.W. Regional Lab to deal with the issue of energy supplies.

Systems: Apple, Applesoft, 32K, disk

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Energy Czar

User assumes role of the government official in charge of making complex decisions on which energy sources to use; whether to tax or subsidize energy producers, tighten pollution controls, freeze prices, or ration gas. User also monitors the country's entire energy use system, including prices, taxes and environmental effects. Results of the decisions show up in the growth rate of the economy, the inflation rate, and public opinion.

Systems: Atari, 16K, cassette $14.95

Suppliers: Opportunities for Learning

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Europe Capitals grades 5 - 12

User chooses between questions based on capitals or countries, and between multiple choice or fill-in questions. Scoring appears throughout the program.

Systems: Pet, 8K, cassette $9.95

Suppliers: Scholastic Software

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European Capitals and Countries grades 4 - 12

A map of Europe is outlined on the screen without the shapes of individual countries shown. The computer then draws the boundries of a country, places a dot where the capital is located and asks the name of the country. If the student answers incorrectly, the computer gives the correct answer. Next, the name of the capital is requested. All student performance is summarized.

Systems: Atari, 16K, cassette $15.95

Suppliers: Opportunities for Learning; Scholastic Software

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Europe Map

Tests student's knowledge of Europe's countries and capital cities. Included in CAI Programs Volume II which also includes math and music programs. (Creative Computing Software)

Systems: Apple II, 16K, cassette; 48K, disk $11.95/$24.95

Suppliers: Creative Computing Software

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Exploring America elementary - junior high

A set of six programs designed to enable students to learn about, understand and appreciate the people and events that contributed to the exploration and settling of the United States. Sound and graphics complement the text presentations and questions. A summary of student responses is available for instructor evaluation. A teacher's guide and comprehensive study guide are included for each program. Programs include: Christopher Columbus; Settling the New World; Daniel Boone; Lewis and Clark; Go West Young Man; and North to Alaska.

Systems: Apple, 48K, disk $29.95 each/ $169.00-$179.70 set

TRS-80, 16K, cassette $24.95 each/ $139.00-$149.70 set

Suppliers: Eye Gate Media; Opportunities for Learning

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Fail Safe senior high

(Part of Social Studies, Vol. 2, Minnesota Educational Computing Consortium)

A simulation of a nuclear crisis in which a player takes the role of the President while twelve other students become military and civilian advisors.

Systems: Apple, Applesoft, 32K, disk

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Fall of the Third Reich

(Part of Fall of the Third Reich and Armorcar. See War Game Series)

It is March 1945 at Remagen, Germany. The allies under General Eisenhower had reached the Rhine. Several allied divisions crossed the Ludendorff railroad bridge before it collapsed and are driving toward Berlin.

Systems: All computers, 32K disk/diskette

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Farm Life grade 1

(See Elementary Social Studies Series, Right On Programs)

Systems:	Apple, cassette or disk	$13.00/$15.00
	Pet, cassette or disk	$13.00/$15.00
	TRS-80, cassette or disk	$13.00/$15.00

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Furs elementary

(Part of Social Studies, Elementary, Vol. 6, Minnesota Educational Computing Consortium)

Students are sent on a fur-trading expedition that pits their courage and intelligence against the hazards of the journey in this simulation of the North American fur trade of the 1700's.

Systems: Apple II, Applesoft, 32K, diskette

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Fur Trader

(Part of Sensational Simulations)

User leads a fur trading expedition in 1779 from Ontario through the wilderness to one of several forts to sell furs. Student must brave the Lachine Rapids and the Iroquois Indians to get the best prices.

Systems: Pet, 8K, cassette

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Future — senior high

(Part of Social Studies, Vol. 1, Minnesota Educational Computing Consortium)

Developed at North West Regional Lab, this simulation deals with energy supplies in the future.

Systems: Apple, Applesoft, 32K, disk

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Geography Explorer: USA — grades 5 and up

Program displays computer-generated maps of the United States, its seven regions and its individual states. The student answers questions about the states in a given region. These questions may be in multiple choice, recognition, or fill-in format. Students learn each state's name, capital, largest city, nickname, population, population rank and density, and percentage in urban areas, as well as other data. A unique teacher mode allows the teacher to choose multiple options of how the material is to be presented. A variety of graphic rewards flash on the screen to provide immediate reinforcement for correct answers. Light pen option. (Instant Software)

Systems: TRS-80, 32K, disk — $49.95-$58.00

Suppliers: Instant Software; The Micro Center; Opportunities for Learning

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Geography Terms

(Part of Geography Terms, Capitals of the U.S., TYC Software)

(See Individual Study Center)

Systems: Apple, Applesoft, 48K
TRS-80, 16K

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Go West Young Man

(Part of Exploring America Series)

One of six programs designed to learn about and understand the people and events that contributed to the exploration and settling of our country. (See Exploring America Series for additional description.)

Systems: Apple, 48K, disk
TRS-80, 16K, cassette

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Graph Builder

Eleven teaching programs and games designed to teach students to read graphs. Covers X and Y coordinates and presentation of numerical data on graphs. Starts with simplest concepts and works up to complicated grid game. (Program Design)

Systems: TRS-80, 4K, cassette $14.95

Suppliers: Program Design

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Graphing grades 7 - 12

Tutorial introduces students to graphing on a coordinate plane and gives them practice in inputting the correct coordinates for randomly displayed points and plotting randomly generated ordered pairs.

Systems:	Apple, cassette, disk	$34.95/$39.95
	Pet, cassette, disk	$34.95/$39.95
	TRS-80, cassette, disk	$34.95/$39.95

Suppliers: K-12 Micro Media

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Hail to the Chief

The object in this simulation is to be elected president. In the campaign the user sets his strategy and carries it out week by week. He may run TV or magazine ads, travel to different states, hold news conferences and participate in a debate. The package includes four models of varying complexity; each can be used at ten levels of difficulty. The more complex models introduce the influences of incumbancy, campaign finance, and spending limits. Includes a comprehensive manual. (Creative Computing Software)

Systems:	Apple II, DOS 3.3, 48K, disk	$24.95
	Atari, 32K, cassette; 48K, disk	$24.95
	TRS-80, 48K, disk	$24.95

Suppliers: Creative Computing Software; The Micro Center; Opportunities for Learning

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Hammurabi

(Part of Sensational Simulations)

User becomes a ruler of ancient Sumeria, who has to feed and protect his people. If the country's resources are not well-managed, he may be impeached or worse.

Systems: Pet, 8K, cassette

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Hat in the Ring — elementary and up

A two-player exercise designed to acquaint students with some of the political considerations involved in running a presidential campaign. Throughout the exercise, each player makes decisions intended to result in a successful campaign. The four factors that influence the campaigns are media exposure, personal campaigning, domestic issues, and international issues. Attention is paid to opinion polls and budget. Electorial votes are cast by all fifty states and D.C. and a winner is declared. (Micro-Ed)

Systems:		
	Pet, 8K, cassette	$9.95-$14.95
	TI 99/4	$9.95

Suppliers: Micro-Ed; K-12 Micro Media; Opportunities for Learning

****

Historic Scroll

Prints up to 40 parallel time lines for key events from B.C. to present. Optionally add your own events from keyboard or file. Tell contemporaries or duration of major historical eras at a glance.

Systems:		
	TRS-80, 16K, cassette	$14.95

Suppliers: Cybernetic Information Systems

****

History and Geography Package — grades 4 and up

Program is designed to provide drill and practice. In REVOLUTIONARY WAR QUIZ two players compete, answering questions on the revolutionary war. REGIONS OF THE U.S. asks students what regions of the United States certain states are located in. STATES AND CAPITALS tests the student's knowledge of states and capitals and offers clues if questions are not answered correctly. PRESIDENTS provides questions on past presidents. COUNTRIES asks questions about countries and their location throughout the world. Instruction sheet provided. (Micro Learningware)

Systems:		
	Apple, 32K, disk	$24.95
	Pet, 8K, cassette	$24.95
	TRS-80, 16K, cassette, disk	$24.95

Suppliers: Creative Computing Software; Opportunities for Learning; Society for Visual Education

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Holidays and Festivals — grade 2

(See Elementary Social Studies Series, Right On Programs)

Systems:		
	Apple, cassette or disk	$13.00/$15.00
	Pet, cassette or disk	$13.00/$15.00
	TRS-80, cassette or disk	$13.00/$15.00

****

How to Read in the Content Areas — grades 5 - 6, remedial 7 - 8

A skills development program that utilizes the unique capabilities of the computer to personalize, individualize, and instantly interact with the student to help him learn content area reading. Concepts taught include vocabulary building; surveying the information given in a particular reading; detecting main ideas and inferences; recalling important facts, ideas, and details; and applying skills to the content areas. A self-correcting feature provides immediate reinforcement and reteaching of the particular skill before the student tries again. The student's performance is summarized at the conclusion of each lesson. Five reproducible activity masters are included with each content area. Content of areas are science, social studies, literature, and mathematics.

Systems:	Apple, Applesoft, 32K, disk	Social Studies $49.00
	Pet, 8K, cassette	Social Studies $49.00
	TRS-80, 16K, cassette	Social Studies $49.00

Suppliers: K-12 Micro Media; Opportunities for Learning

****

Individual Study Center

A drill and testing package that provides six activity programs (game and drill formats)--each having a different educational objective. The 6 activities are: House on Fire, a game format especially designed for the elementary student; Around the Ball Park, a baseball game presentation; Beat the Clock, an activity which adds the element of time; Puzzler, a crossword type game; Matching, provides drill or test in matching format; and Completion, requires the student to fill in the correct answer. A special authoring program is included that enables the teacher to create his or her own subject data tapes to be used with any of the formats. Individual Study Center includes two program tapes, sample subject data tape, blank tape for making your own data tape, and teacher's manual. A wide variety of subject data tapes are available. Social Studies subject data tapes include: Colonial Period/ Constitutional Period; Civil War/Industrial Revolution; World War I; World War II; and Geography Terms/Capitals of the U.S.

Systems:	Apple, 16K, cassette; 48K, disk	Study Center $49.95/$54.95
	TRS-80, 16K, cassette	Study Center $49.95
		Subject data tapes $ 5.95 each

Suppliers: TYC Software; K-12 Micro Media

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Industrial Revolution

(Part of Civil War Period/Industrial Revolution, TYC Software)

(See Individual Study Center)

Systems: Apple, 48K, disk
TRS-80, 16K, cassette

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Kingdom grades 6 - 12

Simulation of an ancient kingdom ruled by the student. The student makes decisions to optimally manage the people and resources. Provides understanding of economic and political factors.

Systems: Pet, 8K, cassette $7.95
TRS-80, 16K, cassette $7.95

Suppliers: K-12, Micro Media

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Know Yourself

Contains five programs: ALCOHOL, which uses body weight, time, and type and number of drinks to predict behavior; SEX ROLE, which examines player's nature, behavior and attitudes in light of society's changing concept of sex roles; LIFE EXPECTANCY analyzes responses to questions and estimates life expectancy; PSYCHOTHERAPY analyzes feelings, phobias, and mental health. COMPUTER LITERACY poses questions on history, technology and practices in the computer field.

Systems: Apple II, Integer BASIC, 16K, cassette $11.95

Suppliers: The Micro Center

****

Latitude and Longitude grades 3 - 12

Students are given practice in determining latitude and longitude. In one part of the program the student is asked to move a randomly appearing dot to a specific latitude and longitude. In another part, the student is asked to specify the latitude and longitude of the dot.

Systems: Pet, 8K, cassette $9.95

Suppliers: Scholastic Software

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Lemonade grades 5 - 9

Simulation of a small business venture where young entrepreneurs must decide what to charge based on weather reports and must keep an adequate inventory of supplies to optimize their profits. Provides graphics and feedback.

Systems: Pet, 8K, cassette $16.00

Suppliers: K-12 Micro Media

****

Lewis and Clark

(Part of Exploring America Series)

One of six programs designed to learn about and understand the people and events that contributed to the exploration and settling of our country. (See Exploring America Series for additional description)

Systems: Apple, 48K, disk
TRS-80, 16K, cassette

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Life Expectancy

(Part of Know Yourself)

Analyzes player's responses to questions and estimates life expectancy.

Systems: Apple II, Integer BASIC, 16K, cassette

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Limits senior high

(Part of Social Studies, Vol. 1, Minnesota Educational Computing Consortium)

Simulation of the resources in the world of the future.

Systems: Apple II, Applesoft, 32K, diskette

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Limits

(Part of Social and Economic Simulations, Creative Computing Software)

Based on the limits to growth study of the Club of Rome, this program is a world model with five major variables: population, pollution, food supply, industrial output, and resource usage. These are linked by the birth rate, death rate, population generation rate, resource usage rate, industrial growth rate, and food production rate. Varying these can result in insights into the possible future of the world. (Creative Computing Software)

Systems: Apple, 48K, diskette
Pet, 16K, cassette
TRS-80, 16K, cassette; 32K, diskette

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Management Decisions

Simulation of a business which manufacturers vulcanized pajamas, while competing with one other firm. The program provides financial projections for up to five years and makes decisions about the size of the sales force, advertising, credit terms, pricing, inventory, plant capacity, and manufacturing costs. The player must make decisions based on data such as balance sheets and earning statements which are supplied by the accounting department. Unforeseen circumstances will occur.

Systems: TRS-80, cassette or disk $49.95/$54.95

Suppliers: The Micro Center

****

Map Directions I grades 1 - 6

Provides drillwork arranged in two levels. Level 1 which consists of eight problems provides practice in determining the four major directions--north, south, east, and west. Level 2 which consists of sixteen problems includes eight directions, adding northeast, southeast, southwest, and northwest. The problems involve a compass rose and students must name the directions pointed out by a cursor. Students must give the correct answer to a problem before the program continues. Scoring is given at the end of a run.

Systems: Pet, 8K, cassette $9.95

Suppliers: Scholastic Software

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Map Directions II grades 1 - 6

Drill is arranged in two levels as in Map Directions I. This program includes five lines of boxes and the student must answer questions about the relative direction one particular box is from another with the help of the compass rose. Scoring is given at the end of the run.

Systems: Pet, 8K, cassette $9.95

Suppliers: Scholastic Software

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Maps and Globes elementary and up

Designed to be used with the booklet, Skills for Understanding Maps and Globes, by Kenneth Job and Lois Wolf (Follett Publishing Company). With each program, the student brings the booklet to the computer, loads the program, and begins the lesson. The computer poses questions to the student concerning the subject matter in the booklet. The computer serves as a sophisticated response device, providing immediate feedback to the student, keeping track of student progress, and so on. Each tape covers one chapter in the booklet, as follows: A Map is Made; Finding our Way; Finding Other Directions; The Metric System; How Far is It?; Finding Cities and Countries; Water, Water, Everywhere; The Earth's Land Masses; The New World; The Old World; Guidelines on the Earth; Using the Earth's Guidelines; Flat Maps of a Round Earth; High Lands and Low; What's the Weather?; The World's Climates; What Grows on the Land?; People and Products; and Trade and Travel. Additional student booklets may be purchased. (Micro-Ed)

Systems:	Apple, cassette or disk	$136.00
	Pet, cassette or disk	$136.00
	TRS-80 cassette or disk	$136.00
	TI 99/4, cassette or disk	$136.00
	Vic, cassette or disk	$136.00

Suppliers: Micro-Ed; Charles Clark Company; Comm-Data Computer House; The Micro Center; Society for Visual Education

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Map Reading grades 4 - 8

Introduction to direction, distance, and map terminology.

Systems: Apple, 32K, disk $21.95

Suppliers: K-12 Micro Media

****

Market

(Part of Social and Economic Simulations)

Two people compete with each other in the bicycle manufacturing business. Each has to deal with the production, advertising, and pricing of his products and try to make money more quickly than his competitor. (Creative Computing Software)

Systems: Apple, 48K, diskette
Pet, 16K, cassette
TRS-80, 16K, cassette; 32K, disk

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Merdet grades 7 - 12

This simulation, which takes about ten minutes to play, illustrates the difficulties of managing a simple economy. Students have an opportunity to allocate resources in order to meet pre-stated party goals. They will be purged if they fail to meet the goals, or if 50% of the people starve, or if the foreign exchange volume falls below $20,000. (Redcomp Services)

Systems: TRS-80, 16K, cassette or disk $23.50/$28.50

Suppliers: K-12 Micro Media

****

Microcosm I

30 original programs for recreation, education, and personal use. Titles include Country Guess, Atlantis, and South Pole (Basics and Beyond)

Systems: TRS-80, 16K, cassette $19.95

Suppliers: Basics and Beyond

****

Microcosm II

20 original programs for education, recreation, and personal use. Titles include Planet Finder. (Basics and Beyond)

Systems: TRS-80, 16K, cassette $19.95

Suppliers: Basics and Beyond

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The Middle Ages grade 6

(See Elementary Social Studies Series, Right On Programs)

Systems:	Apple, cassette or disk	$13.00/$15.00
	Pet, cassette or disk	$13.00/$15.00
	TRS-80, cassette or disk	$13.00/$15.00

****

Minnag senior high

(Part of Social Studies, Vol. 2, Minnesota Educational Computing Consortium)

An information retrevial program that uses Minnesota agriculture data bases to show how geography helps determine the social and economic life of an area.

Systems: Apple, Applesoft, 32K, disk

****

Money Master grades 2 - 4

Designed to tutor the young child in the use of money. Minimal reading and some understanding of coins is required. Student encounters creatures and objects in a graphics maze game and must successfully perform a transaction at each. Tolls eliminate creatures while objects are bought and stored as property. As soon as all objects are eliminated, the player is given a score and his property is displayed. Money is displayed graphically on the computer and the child must indicate the proper number of each denomination using a reasonable balance of coins. Counting of change is also emphasized. Every game is different. (Med Systems Software)

Systems: TRS-80, cassette or disk $14.95-$15.95/$17.95-$19.95

Suppliers: Med Systems Software; K-12 Micro Media

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Mount Suribachi

(Part of Mount Suribachi and Middle Earth. See War Games Series.)

Feb. 16, 1945 the Marines landed on Iwo Jima island and the Japanese opened fire from Mount Suribachi. Gunfire from the hill could cover the entire island, so the Marines must capture it in order to secure the airfield. Mount Suribachi proved to be one of the most strongly defended positions in the Japanese theatre of war.

Systems: All computers, 32K, disk/diskette

****

Network

A simulation that gives students a chance to try their hands at the rating game. Two players compete with each other to bid on and schedule new shows, dump losers, adjust to weekly ratings, and try to recover from misjudgments. Requires game paddle. (Edu-ware Services)

Systems: Apple, Applesoft, 48K, disk $19.95-$24.95

Suppliers: K-12 Micro Media; The Micro Center

****

Night Flight

It is May, 1941 and the Axis battleship, the Bismarck, is somewhere out in the North Atlantic. The player's objective is to make a nighttime photo reconnaissance over the Bismarck to help the Admiralty determine the extent of damage suffered by the Bismarck in a previous battle and whether the British fleet has a chance of sinking the German battleship. The program has the player take off, fly and land a propeller-driven aircraft.

Systems: TRS-80, 16K, cassette $9.95

Suppliers: Instant Software

****

Nomad elementary

(Part of Social Studies, Elementary, Vol. 6, Minnesota Educational Computing Consortium)

Teaches the students map reading by having them drive to "Gramma's" house in an imaginary city. They must drive carefully and read the road map correctly or they will get hopelessly lost.

Systems: Apple II, Applesoft, 32K, diskette

****

North to Alaska

(Part of Exploring America Series)

One of six programs designed to learn about and understand the people and events that contributed to the exploration and settling of our country. (See Exploring America Series for additional description)

Systems: Apple, 48K, disk
TRS-80, 16K, cassette

****

Oceans and Continents elementary and up

Students work with problems that require the identification by location of continents and oceans appearing on the screen. Questions missed are placed into a pool until all are answered correctly.

Systems: Pet $14.95

Suppliers: Micro-Ed

****

Oil Tycoon

In this simulation, the player competes to become one of the oil industry's wealthiest tycoons. The game involves elements of both chance and strategy. Beginning with $2 million and armed with information from geologist's reports, the player explores for new wells, exploits existing wells, invests in research and sets prices for his oil. The player could wind up as one of the world's wealthiest men or the bankrupt victim of too many oil spills, blowouts, and dry wells.

Systems: TRS-80, 16K, cassette $9.95

Supplier: Instant Software

****

Panzer

(Part of Panzer and Blitzkreig. See War Games Series.)

The date is Nov. 23, 1941 and the place is several miles west of Kiev, Russia. The Russians have liberated Kiev and are moving quickly to reach the German forces which are preparing a last desparate attempt to halt the Russian advance.

Systems: all computers, 32K, disk/diskette

****

People and Relationships

Contains six computer assisted courseware programs whose goal is for the learner to understand what has been read while acquiring skills necessary for reading comprehension. Programs include Making and Keeping Friends; Reaching the Age of Responsibility; Self-Concept; You Can Succeed; Making Decisions; and You and The Law. (See The Survival Skills Series for additional description.)

Systems: Apple II, 48K, disk $29.95 each/ $179.70 set

TRS-80, 16K, cassette $24.95 each/ $149.70 set

****

Personal Finance

Contains six computer-assisted courseware programs whose goal is for the learner to understand what has been read while acquiring skills necessary for reading comprehension. Programs include Financing a Car; How to Handle Money; Interest; The Consumer and Metrics; Nutrition and Your Budget; and Establishing Credit. (See Survival Skills Series for additional description.)

Systems: Apple II, 48K, disk — $29.95 each/$179.70 set
TRS-80, 16K, cassette — $24.94 each/$149.70 set

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Planet Finder

(Part of Microcosm II, Basics and Beyond)

Systems: TRS-80, 16K, cassette — $16.95

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Planets

Designed to be a highly entertaining as well as educational "mini-movie" about our solar system. One by one each of the nine planets and their moons are displayed and/or described on the screen along with factual and important data about each. Animated in Hi-Res graphics. (Programma International)

Systems: Apple, Applesoft, 48K, cassette — $15.95

Suppliers: Programma International

****

Policy — senior high

(Part of Social Studies, Vol. 1, Minnesota Educational Computing Consortium)

Simulates the impact of special interest groups on policy formation.

Systems: Apple II, Applesoft, diskette

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Pollute

(Part of Ecology Simulations-II)

Demonstrates the basic scientific and economic factors involved in the water pollution problem. The student uses the computer to investigate the effects of different variables, such as water temperature and the rate of dumping waste material. Various types of primary and secondary waste treatment, as well as the impact of scientific and economic decisions can be examined.

Systems:	Apple II Plus or Applesoft, 48K, disk	$24.95
	Pet, 16K, cassette	$24.95
	TRS-80, 16K, cassette; 32K, disk	$24.95

Suppliers: Creative Computing Software

****

Pop

(Part of Ecology Simulations-I)

Demonstrates the strengths and weaknesses of population projection by showing how three simple population-growth models give vastly different projections for a sample population's growth. At the same time students are introduced to the concept of successive refinement of a model, since each successive Pop model adds details that the previous model lacked.

Systems:	Apple II Plus or Applesoft, 48K, disk	$24.95
	Pet, 16K, cassette	$24.95
	TRS-80, 16K, cassette; 32K, disk	$24.95

****

Population Fluctuations grades 10 - 12

To understand factors that control animal population dynamics, students manipulate the limiting and balancing factors such as birth rate, density and initial numbers according to different growth rates. Includes teacher's guide and student work sheets.

Systems: Apple II or Apple II Plus, 16K, diskette $28.00

Suppliers: Charles Clark Company

****

President Elect high school and up

Up to three players can play this simulation of the campaign process in any election from 1960 to 1984 using historical or made-up candidates. Programs take account of every major electorial factor, including over 20 key issues.

Systems: Apple, Applesoft, 48K, disk $45.00

Suppliers: K-12 Micro Media

****

Presidents

(Part of History and Geography Package, Micro Learningware)

Students respond to questions about past presidents.

Systems: Apple II, Applesoft, or Apple II Plus, 48K, disk
Pet, 8K, cassette
TRS-80, 16K, cassette; 32K, disk

****

The Prisoner

A classic simulation requiring logical thinking and reasoning power. Inspired by the highly-acclaimed television series, this program puts the user in a nightmarish "1984" world whose rulers seek to break him with brainwashing techniques. Abstract clues must be assembled into a logical pattern to enable the prisoner to escape to freedom. (Edu-ware Services)

Systems: Apple, 48K, disk $29.95

Suppliers: The Micro Center; Opportunities for Learning

****

Psychotherapy

(Part of Know Yourself)

Analyzes the user's feelings, phobias, and mental health.

System: Apple II, Integer BASIC, 16K, cassette

****

Regions of the U.S.

(Part of History and Geography Package, Micro Learningware)

A drill and practice exercise with student asked questions on what region randomly selected states are located in.

Systems: Apple II, Applesoft, or Apple II Plus, 48K, disk
Pet, 8K, cassette
TRS-80, 16K, cassette; 32K, disk

****

Revolutionary War Quiz

(Part of History and Geography Package, Micro Learningware)

Two players compete, answering questions about the Revolutionary War. Questions on any subject can be substituted.

Systems: Apple II, Applesoft, or Apple II Plus, 48K, disk
Pet, 8K, cassette
TRS-80, 16K, cassette, 32K, disk

****

Sell Apples elementary

(Part of Social Studies, Elementary, Vol. 3, Minnesota Educational Computing Consortium)

A small business simulation that can be used to teach elementary economics. Students decide how much to charge for their apples in a lesson on pricing.

Systems: Apple II, Applesoft, 32K, diskette

****

Sell Bicycles elementary

(Part of Social Studies, Elementary, Vol. 3, Minnesota Educational Computing Consortium)

Two students manage separate bicyle companies and learn about competition, production, advertising, and pricing.

Systems: Apple II, Applesoft, 32K, diskette

****

Sell Lemonade elementary

(Part of Social Studies, Elementary, Vol. 3, Minnesota Educational Computing Consortium)

Students are challenged to run their lemonade stands efficiently through thunderstorms, street construction, showers, cold weather, and a heat wave--and still make a profit.

Systems: Apple II, Applesoft, 32K, diskette

****

Sell Plants elementary

(Part of Social Studies, Elementary, Vol. 3, Minnesota Educational Computing Consortium)

Students learn whether advertising makes the difference when they try to sell 1,000 tomato plants.

Systems: Apple II, Applesoft, 32K, diskette

****

Sensational Simulations

Consists of five programs: Animal; Fur Trader, where the user leads a fur trading expedition from Ontario through the wilderness to one of several forts to sell furs; Hammurabi, where the student is a ruler of ancient Sumeria; Stock Market, where the student battles other brokers to make a fortune or lose his shirt; and Word.

Systems: Pet, 8K, cassette $11.95

Suppliers: Creative Computing Software

****

Settling the New World

(Part of Exploring America Series)

One of six programs designed to learn about and understand the people and events that contributed to the exploration and settling of our country. (See Exploring America Series for additional description)

Systems: Apple, 48K, disk
TRS-80, 16K, cassette

****

Sex Role

(Part of Know Yourself)

Helps the user examine his nature, behavior, and attitudes in light of society's changing concept of sex roles.

Systems: Apple II, Integer BASIC, 16K, cassette

****

Social and Economic Simulations grades 9 - 12

Contains three programs. LIMITS is a version of "Limits to Growth," a MIT project. Contains a model of the world that is built with five subsystems (population, pollution, food supply, industrial output, and resource usage) linked together by six variables: birthrate, death rate, pollution generation, resource usage rate, industrial growth rate, and food production rate. MARKET is a two-player game where players make decisions, including production level, advertising budget, and the unit price of a product of their company. USPOP examines the aspects of the United States human demography, including population growth, age, and sex distribution. (Creative Computing Software)

Systems:	Apple II Plus or Applesoft, 48K, disk	$24.95
	Pet, 16K, cassette	$24.95
	TRS-80, 16K, cassette; 32K, disk	$24.95

Suppliers: Creative Computing Software; The Micro Center; Opportunities for Learning

****

Social Studies, Vol. 1 senior high

Contains some of the programs that were developed by Huntington II; LIMITS which is a simulation of the resources of the world of the future; the election series, ELECT 1, ELECT 2, ELECT 3, which simulate presidential elections; POLICY,

which simulates the impact of special interest groups on policy formation; and USPOP which projects U.S. population. ENERGY and FUTURE, developed at the N.W. Regional Lab, deal with the issues of energy supplies in the future. The support booklet provides ideas for use. Huntington II and Northwest Regional Lab documentation is also needed. A printer is optional with some of the programs.

Systems: Apple II, Applesoft, 32K, diskette

Suppliers: Minnesota Educational Computing Consortium

****

Social Studies, Vol. 2 senior high

Four programs on this diskette are drill and practice programs: STATES and STATES 2, which deal with the U.S states and capitals; COUNTRY, which identifies the capitals of various countries; and CONTINENT, wich identifies continents and countries. MINNAG allows users to explore factors in Minnesota agriculture. BARGAIN simulates the collective bargaining process, while FAIL-SAFE is a simulation of a nuclear war situation (based on the Fail-Safe book.) CRISIS simulates a confrontation situation in Berlin. A printer is optional for some of the programs. The Support Booklet provides background information and classroom ideas for the program.

Systems: Apple II, Applesoft, 32K, diskette $29.95-$39.00

Suppliers: Minnesota Educational Computing Consortium; The Micro Center; Scholastic Software

****

Social Studies, Elementary, Vol. 3 grades 3 - 6

The sell series, SELL APPLES, SELL PLANTS, SELL LEMONADE, and SELL BICYCLES, can be used to teach elementary economics. CIVIL will reinact battles of the Civil War, while STATES and STATES 2 provide drill and practice on the location in the U.S. and their capitals.

Systems: Apple II, applesoft, 32K, diskette $24.95-$39.00

Suppliers: Minnesota Educational Computing Consortium; Creative Computing Software; The Micro Center; Scholastic Software.

****

Social Studies, Elementary, Vol. 6 grades 3 - 8

Historical simulations, OREGON, VOYAGEUR, and FURS are included along with NOMAD, which teaches map reading, and SUMER in which students get to be ruler of an ancient kingdom. (Minnesota Educational Computing Consortium)

Systems: Apple II, Applesoft, 32K, diskette $24.95-$29.95

Suppliers: Minnesota Educational Computing Consortium; Creative Computing Software: The Micro Center; Scholastic Software

****

Social Studies: State Guess/Country Guess grades 7 - 12

Teaches and reinforces a knowledge of geography without having the students simply memorize the names of places. Students pick any state in the U.S. or any country in the world and the computer must guess which place they choose. The computer asks several "yes" or "no" questions to narrow down the identification and the students must know certain facts to be able to answer correctly. Students may discover they have used an incorrect spelling or given an incorrect answer.

Systems: TRS-80, 16K, cassette $9.95

Suppliers: Scholastic Software

****

Social Studies Word List: Regions elementary

Designed to provide vocabulary development, this program presents drill and practice word list lessons for the following regions: forest, desert, farming, ocean, manufacturing, trading, and political. Each program works with a vocabulary commonly used when discussing a particular region. At the end of each lesson, the student's performance is summarized. If a student does all of the problems in a lesson without having to review the word list, a visual sequence will be presented on the screen. (Micro-Ed)

Systems: Pet, 8K, cassette 7 tapes $49.95-$54.95

Suppliers: Micro-Ed; K-12 Micro Media, The Micro Center

****

Social Studies Package

Eleven programs designed to develop awareness in geography and the U.S. presidential election process, while developing subject matter vocabulary. Graphics and testing reinforce learning. Programs include: REGIONS, a drill and practice in words used when discussing a certain region of the United States; TRAIL WEST, a game of options and events; TIME ZONES, a demonstration of how to tell time in the U.S. time zones; STATES & CAPITALS, a memory quiz; and HAT IN THE RING, a presidential election game for two students. Instruction sheets included. (Micro-Ed)

Systems: Pet, 8K, cassette $83.75

Suppliers: Society for Visual Education

****

Solar Energy for the Home

Deals with the methods for determining the economical advantages of converting to solar power. Provides a comparison between a specified solar heating installation and the use of conventional heating systems after the user supplies the location, size, interior details and amount of window space in the home. The net heat gain and energy savings that can be derived from solar power can thus be demonstrated side-by-side against fossil fuels.

Systems: Apple, 32K, disk $34.95

Suppliers: Opportunities for Learning

****

South Pole

(Part of Microcosm I, Basics and Beyond)

System: TRS-80, 16K, cassette

****

South Pole grades 7 - 12

Based on a daring race to the South Pole between Robert Scott and Roald Amundsen, this game enables students to follow in the footsteps of these great explorers. The expedition can be taken by one or two students at a time. The winner is anyone who survives the trip to the South Pole and back while making decisions about sled dogs and suppliers and overcoming numerous perils such as bad weather, illness, treacherous terrain, and mirages.

Systems: TRS-80, 16K, cassette

Suppliers: Scholastic Software

****

State Capitals

Program centered around the computer's knowledge of the capitals. (Creative Discount)

Systems: Apple, 16K, cassette or disk $24.95

Suppliers: Creative Discount

****

State Capitals

This program displays a Lo-res map of the U.S. with each capital of each state plotted on the map. Student tries to guess the name of each capital. (Programma)

Systems: Apple, Integer BASIC, 16K, cassette

Suppliers: Programma

****

States elementary and senior high

(Part of Social Studies, Vol. 2 and Social Studies, Elementary, Vol. 3, Minnesota Educational Computing Consortium)

A drill on state capitals that also checks on spelling.

Systems: Apple II, Applesoft, 32K, diskette

****

States 2 elementary and senior high

(Part of Social Studies, Vol. 2 and Social Studies, Elementary, Vol. 3, Minnesota Educational Computing Consortium)

Gives students drill and practice on the shape and location of states. An outline of the characteristic shapes of the states is displayed within their geographic sections.

Systems: Apple II, Applesoft, 32K, diskette

****

States and Capitals (Atari Geography)

Designed to teach students the fundamental geography of the United States. The computer draws a map of the state and the student must identify it. The computer then asks for the capital. Student performance is summarized.

Systems: Atari, 16K, cassette $15.95

Suppliers: Opportunities for Learning

****

States and Capitals elementary and up

Program randomly selects either the name of the state and asks the student to supply the capital or the name of the capital and asks the student to supply the state. Employs a game-like format in which six wizards appear with numbers on their foreheads. The student must try to erase all these numbers by answering questions correctly. Student's performance is summarized at the end of the lesson.

System: Pet, cassette or disk $7.95

Suppliers: Micro-Ed

****

States and Capitals grades 3 - 12

Students choose whether they will name the capital of a state or the state that the capital city belongs with. They also choose whether to take a fill-in-the-blank or a multiple choice test. A final score is provided.

Systems: Pet, 8K, cassette $9.95

Suppliers: Scholastic Software

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States and Capitals

(Part of History and Geography Package, Micro Learningware)

Drill on randomly selected states and their capitals; the computer provides clues.

Systems: Apple II, Applesoft; Apple II Plus, 48K, disk
Pet, 8K, cassette
TRS-80, 16K, cassette; 32K, disk

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The States Game grades 4 and up

One to four players learn that each state has its own personality, history, and terrain, while they guess the states from descriptive clues. Five different games help students see the richness and variety in the states, such as blueberries in Maine, giant redwoods in California, peaches in Georgia, and tacos in Texas. Information Booklet and Teacher's Guide. (Brain Box)

Systems:	Apple, Applesoft, 48K, cassette or disk	$50.00-$60.00
	Pet, 16K, cassette	$50.00-$60.00

Suppliers: Brain Bank (formerly Brain Box); K-12 Micro Media; The Micro Center

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States of the U.S. grade 5

(See Elementary Social Studies Series, Right On Programs)

Systems:	Apple, cassette or disk	$13.00/$15.00
	Pet, cassette or disk	
	TRS-80, cassette or disk	

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Stock Market

(Part of Sensational Simulations)

Player is allocated $10,000 to battle other brokers and try to make a fortune or keep from losing his shirt.

Systems: Pet, 8K, cassette

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Stock Market Game grades 9 - 12

Up to 4 players invest in stocks and bonds. News flashes, market trends, and stock splits affect the outcome. Game allows buying on the margin. (Acorn Software Products)

Systems:	TRS-80, 16K, cassette	$9.95

Suppliers: K-12 Micro Media

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Streets of the City

(Part of Trucker and Streets of the City)

In this simulation, modeled on Grand Rapids, Michigan, the objective is to complete a 10-year plan of street and transit improvements while retaining the support of the City Commission. The user must construct and repair streets; upgrade a delapidated bus system, including improving performance, increasing ridership, and reducing maintenance; and consider tax levies, construction bonding, and labor negotiations. (Creative Computing Software)

Systems: Apple, DOS 3.2, 48K, disk
Atari, 48K, disk
Pet, 32K, cassette
TRS-80, 32K, disk

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Sumer elementary

(Part of Social Studies, Elementary, Vol. 6, Minnesota Educational Computing Consortium)

A simulation in which students govern a kingdom and decide how much food and land to give to the people without any of them starving.

Systems: Apple, Applesoft, 32K, diskette

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Supermap

Program provides five options designed to make geography more enjoyable. The State Capital quiz prompts the user with a state name, then waits for him to spell correctly the name of the capital. With a correct answer, Supermap blinks the city's location. With three wrong answers, the computer gives the answer. The Scan Cities option provides a data base for over 300 cities, showing location on one of four full-color maps and some important facts about the city. Other options let the user view the continental United States in four different ways, including the State Map, a Features Map, a January Sun Map and a July Sun Map.

Systems: Apple, Applesoft, 48K, disk $35.00

Suppliers: Apple Computer

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Survival Skills: How to Make It in the Real World

The series consists of four different sets of programs: CONSUMER EDUCATION consists of eight programs; CAREER EDUCATION contains 7 programs: PEOPLE AND RELATIONSHIPS contains 6 programs; and PERSONAL FINANCE contains 6 programs. The

goal of the series is for the student to understand what has been read while acquiring the skills necessary for reading comprehension.

Content is presented in short concise paragraphs which follow a developmental sequence, progressing from the known to the unknown. Students are asked to complete an appropriate phrase which may require reading skills on a literal, interpretive and/or applied levels. Answer frames require the student to select main ideas; complete paragraphs; and recognize sequence, cause and effect, comparison and contrast and fact versus opinion. Immediate feedback is provided.

Systems:	Apple, 48K, disk	Complete Series $808.65
	TRS-80, 16K, cassette	Complete Series $673.65
		(See individual titles for single program and set prices)

Suppliers: Eye Gate Media

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Telling Time — grades K-3

Explains to young children how to tell time.

Systems:	Apple II Plus, DOS 3.3, 32K, disk	$34.00
	Pet, 16K, cassette or disk	$28.00/$34.00
	TRS-80, 16K, cassette or disk	$28.00/$34.00

Suppliers: Charles Clark Company

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Terrorist

A two-player simulation that highlights the pressures and paradoxes inherent in both sides of a terrorist situation. Included are three interactive scenarios: capture of a building with hostages, air piracy, and nuclear blackmail. A parameter generator, a scoring routine, and a turnkey system brings all of the programs together. Each player moves against the other. Random and player-generated parameters insure that no two confrontations will be exactly alike. Requires game paddles. (Edu-Ware Services)

Systems: Apple II, Aplesoft, 48K, diskette — $29.95

Suppliers: K-12 Micro Media; The Micro Center

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Thinking and Learning — grades 9 - 12

Contains three programs on how we think, evaluate and reach reasonable conclusions. Part 1 explores objective, rational, and intuitive conclusions. Part 2 examines various branches of logic and illustrates how truth may be systematically arrived at. Part 3 is supposed to help students discover the relationships between diverse and opposing concepts from different academic disciplines. Teacher's Guide included.

Systems: Apple II or Apple II Plus, 32K, diskette — $36.70

Suppliers: Charles Clark Company

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Three Mile Island grades 8 and up

A simulation designed to provide the user experience in managing a nuclear facility by supplying electricity to customers at a profitable rate of return, without losing the license to operate. Includes changes in electrical demand, equipment failures and safety directives from the Nuclear Regulatory Commission. Included are four graphic views of portions of the plant, an instrument panel, a financial summary and equipment status and failure log. Teacher's Guide. (Muse Software)

Systems: Apple II or Apple II Plus, 48K, disk $39.95

Suppliers: K-12 Micro Media; Opportunities for Learning; The Micro Center; Society for Visual Education

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Time Dungeon U.S. grades 7 - 12

An educational adventure which challenges the user's knowledge of American history. This program offers five different games, with questions on U.S. history from 1607-1850; 1848-1914; 1916-1975; Civil War 1850-1865; and the Presidents, 1789-1981. In the game, the player is in a dungeon; to get out, he must investigate clues and objects that will help him find his way to the exit. In order to do this the player must correctly respond to questions on the historical period of the game. If he answers incorrectly, he will be given the answer but will not receive any clues or objects to aid him in getting out of the dungeon.

Systems: Apple, 32K, disk $24.95-$32.95
TRS-80, 16K, cassette $24.95-$32.95

Suppliers: K-12 Micro Media; Opportunities for Learning

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Time Dungeon World grades 7 - 12

This program includes three games, covering ancient history; world history, 1894-1919; and 1933-1945. The games use the same format as used and described in TIME DUNGEON U.S.

Systems: Apple, 32K, disk $24.95-$32.95
TRS-80, 16K, cassette $24.95-$32.95

Suppliers: K-12 Micro Media; Opportunities for Learning

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Time Traveller grades 7 - 12

Player must make quick and complex decisions to build alliances and struggle with the ruling powers of Classical Athens, Imperial Rome, Babylon, Egypt, Biblical Jerusalem, Machiavelli's Italy, the French and American Revolutions, Hitler's Third Reich, and more. Includes a choice of difficulty levels.

Systems:	Apple, 32K, disk	$26.95-$32.95
	Atari, 16K, cassette	$26.95
	Pet, 16K, cassette	$26.95
	TRS-80, 16K, cassette; 32K, disk	$26.95-$32.95

Suppliers: K-12 Micro Media; Opportunities for Learning

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Time Zones

(Part of Social Studies Package, Society for Visual Education)

A demonstration of how to tell time in the U.S. time zones. (See also U.S. TIME ZONES) (Micro-Ed)

Systems: Pet, 8K, cassette

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Trail West grades 4 - 12

In this game of options and events, the player tries to reach the gold fields of California two thousand miles away. At the onset, some units of food, ammunition, clothes and supplies are available. Reserve units can be transferred to the other categories as needed. Animals can be shot for food. Random events--good and bad--appear throughout the journey. To win, the player must reach the gold fields before running out of supplies. (Micro-Ed)

Systems:	Pet, 8K, cassette	$7.95-$8.95
	TI	
	VIC	

Suppliers: Micro-Ed; K-12 Micro Media; The Micro Center; Opportunities for Learning; Scholastic Software

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Transportation grade 2

(See Elementary Social Studies Series, Right On Programs)

Systems:	Apple, cassette or disk	$13.00/$15.00
	Pet, cassette or disk	
	TRS-80, cassette or disk	

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Trucker

(Part of Trucker and Streets of the City)

Simulates a coast-to-coast trip by an independent trucker hauling various cargoes, all of which have different risks and rewards. Factors involved include choice of routes, food, fuel, tolls, and more. Bad weather, road construction, or flat tires may slow the trucker down, but skimping on sleep, driving fast, or carrying an overweight load may make up the difference. Maximum profit comes from prudent risk-taking. (Creative Computing Software)

Systems: Apple, DOS 3.2, 48K, disk
Atari, 48K, disk
Pet, 32K, cassette
TRS-80, 32K, disk

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Trucker and Streets of the City

Includes two simulations, TRUCKER and STREETS OF THE CITY. For descriptions, see those titles. (Creative Computing Software)

Systems:	Apple, DOS 3.2, 48K, disk	$24.95
	Atari, 48K, disk	$24.95
	Pet, 32K, cassette	$24.95
	TRS-80, 32K, disk	$24.95

Suppliers: Creative Computing Software; Opportunities for Learning

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Uncle Sam's Jigsaw

An educational geography game featuring a detailed drawing of the United States. The player gets two points for each state he names from shape alone, one point when recognition requires shape and location. The game continues until all states are correctly identified. (Muse Software)

Systems: Apple, Applesoft or Apple II Plus, 32K, cassette $12.95-$13.95

Suppliers: Muse Software; Scholastic Software

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U.S. Constitution Tutor

Designed to prepare students for high school or college exams on the United States Constitution. Contains 175 questions with each answer followed by an explanation of why it is correct or incorrect. Questions are divided into levels of difficulty for beginners, intermediate, and advanced.

Systems: Apple, 48K, disk $30.00-$34.95

Suppliers: Opportunities for Learning; The Micro Center

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U.S. Energy, Environment, and Economic Problems

This simulation can provide study of the formation of public policy through the interaction of the economy, energy supply and demand, and the physical environment. The model of public policy used includes societal, group and individual values and goals; governmental structures and processes; and the existing environment. Students adjust these components to explore their relationships and implications for real or foreseeable environmental issues.

Systems: TRS-80, 32K, disk $64.95

Suppliers: Opportunities for Learning

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United States Geography Quiz

The 50 states are randomly selected one at a time and displayed. User must identify the state, state capital, and the year it was admitted. Continues until terminated by the user. (Microcomputer Software Systems)

Systems: TRS-80, 32K, disk $40.00

Suppliers: Microcomputer Software Systems

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U.S. Map

Helps students learn the names of the fifty states by providing a map of the United States. User is allowed to choose whether to identify only the state or the state and its capital. Missed states and capitals are repeated several times. Included in CAI Programs Volume I, which also contains math and spelling programs. (Creative Computing Software)

Systems: Apple, 16K, cassette $11.95

Suppliers: Creative Computing Software

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U.S. Time Zones elementary and up

Focus is on telling time from one zone to another. User works with the following zones: Alaska-Hawaii, Pacific, Mountain, Central, and Eastern. (Micro-Ed)

Systems: Pet, cassette or disk $7.95

Suppliers: Micro-Ed

****

USPOP grades 9 - 12

(Part of Social and Economic Simulations)

This program allows the user to study many aspects of the United States human demography, including population growth, age and sex distribution. The user can investigate the effect of many social changes on population. (Creative Computing Software)

Systems: Apple, 48K, disk
Pet, 16K, cassette
TRS-80, 16K, cassette; 32K, disk

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Voyageur elementary

(Part of Social Studies, Elementary, Vol. 6, Minnesota Educational Computing Consortium)

Students play role of early eighteenth century woodsmen in the forests of northern Minnesota.

Systems: Apple II, 32K, disk/diskette

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War Games Series

A series of eight, two-player, Xitron war games. Two games are included in each set. The three sets that may be of use in social studies are: Set #1, PANZER and BLITZKREIG: Set #3, FALL OF THE THIRD REICH and ARMORCAR; and Set #4, MOUNT SURIBACHI and MIDDLE EARTH. See individual titles for additional descriptions.

Systems: all computers, diskette, disk $15.95/$18.45 set

Suppliers: Dynacomp

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Westward - 1847 grades 7 - 12

Simulation allows user to experience what it was like to travel in a wagon train as a pioneer in the westward movement. Students will brave storms, hostile strangers, broken wagon wheels, and starvation as they attempt to safely guide their wagon train from Independence, Missouri to Oregon. They make decisions to purchase bullets, clothing, medicine, wagon and harness parts, and to allocate money in a way that will enable them to reach their destination. (Southside On Cassette)

Systems: TRS-80, 16K, cassette $8.95

Suppliers: Scholastic Software

****

Windfall grades 9 - 12

User plays role of Chief Executive of Engulf Oil and attempts to turn crisis into cash. Huge gains (or losses) accrue from user's manipulation of prices, wages foreign suppliers, stock sales and collusions with the competition. Screen displays show results of manipulations both graphically and numerically as the helpless public lines up at the gas stations. (Edu-Ware Services)

Systems: Apple, Applesoft, 32K, cassette or diskette $14.95/$19.95

Suppliers: Edu-Ware; K-12 Micro Media; The Micro Center

****

World Clock grades 8 and up

Daylight and darkness can be seen on the globe at any time of the day and year chosen by the student. The globe display continues to run as a real-time clock. The introduction shows and explains the planets' relationship to the sun and to each other. A demonstration displays the sun's effect on the world through one year, focusing on summer and winter solstice periods and spring equinox. Teacher's Guide.

Systems: Apple II or Apple II Plus, 48K, diskette $40.00

Suppliers: Charles Clark Company

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World Desert Regions grade 3

(See Elementary Social Studies Series, Right On Programs)

Systems: Apple, cassette or disk $13.00/$15.00
Pet, cassette or disk $13.00/$15.00
TRS-80, cassette or disk $13.00/$15.00

****

World Polar Regions grade 3

(See Elementary Social Studies Series, Right On Programs)

Systems: Apple, cassette or disk $13.00/$15.00
Pet, cassette or disk $13.00/$15.00
TRS-80, Cassette or disk $13.00/$15.00

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World War I

(See Individual Study Center, TYC Software)

Systems: Apple, 48K, disk
TRS-80, 16K, cassette

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World War II

(See Individual Study Center, TYC Software)

Systems: Apple, 48K, disk
TRS-80, 16K, cassette

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LIST OF PROGRAMS (ALPHABETICAL)

Across the Plains
Air Traffic Controller
Alcohol
American Biographies
American Indians
Ancient Kingdom Simulation
Annam: The Study of a Developing Country
Astro Word Search: Geography
Armorcar
Atlantis
Bargain
Battleground
Blitzkreig
Calendar Skills
Capitals of the U.S.
Career Education
Change Agent
Christopher Columbus
Civil
Civil War Period
Clock
Clock
Colonial Period
Computer Literacy
Constitutional Period
Consumer Education
Continent
Country
Country
Country Guess
Crisis
Daniel Boone
Decades Game, The
Direction and Distance
Early Civilization
Ecological Modeling
Ecology Simulations-I
Ecology Simulations-II
Economy Simulation
Educational Package I
Educational Package II
Elect 1
Elect 2
Elect 3
Electoral College
Elementary Social Studies Series
Energy
Energy Czar
Europe Capitals
Europe Capitals and Countries
Europe Map
Exploring America
Fail Safe
Fall of the Third Reich
Farm Life
Furs
Fur Trader
Future
Geography Explorer: U.S.A.
Geography Terms
Go West Young Man
Graph Builder
Graphing
Hail to the Chief

Hammurabi
Hat in the Ring
Historic Scroll
History and Geography Package
Holidays and Festivals
How to Read in the Content Area
Individual Study Center
Industrial Revolution
Kingdom
Know yourself
Latitude and Longitude
Lemonade
Lewis and Clark
Life Expectancy
Limits
Limits
Management Decisions
Map Directions I
Map Directions II
Maps and Globes
Map Reading
Market
Merdet
Microcosm I
Microcosm II
Middle Ages, The
Minnag
Money Master
Mount Suribachi
Network
Night Flight
Nomad
North to Alaska
Oceans and Continents
Oil Tycoon
Oregon
Panzer
People and Relationships
Personal Finance
Planet Finder
Planets
Policy
Pollute
POP
Population Fluctuations
President Elect
Presidents
Prisoner, The
Psychotherapy
Regions of the U.S.
Revolutionary War Quiz
Sell Apples
Sell Bicycles
Sell Lemonade
Sell Plants
Sensational Simulations
Settling the New World
Sex Role
Social and Economic Simulations
Social Studies, Vol. 1
Social Studies, Vol. 2
Social Studies, Elementary, Vol. 3
Social Studies, Elementary, Vol. 6
Social Studies: State Guess/Country Guess
Social Studies Word List: Regions
Social Studies Package
Solar Energy for the Home
South Pole
South Pole
State Capitals
State Capitals
States

States 2
States and Capitals (Atari Geography)
States and Capitals
States and Capitals
States and Capitals
States Game, The
States of the U.S.
Stock Market
Stock Market Game
Streets of the City
Sumer
Supermap
Survival Skills
Telling Time
Terrorist
Thinking and Learning
Three Mile Island
Time Dungeon, U.S.
Time Dungeon, World
Time Traveller
Time Zones
Trail West
Transportation
Trucker
Trucker and Streets of the City
Uncle Sam's Jigsaw
U.S. Constitution Tutor
U.S. Energy, Environment, and Economic Problems
United States Geography Quiz
U.S. Map
U.S. Time Zones
USPOP
Voyageur
War Game Series
Westward - 1847
Windfall
World Clock
World Desert Regions
World Polar Regions
World War I
World War II

LIST OF PROGRAMS (BY COMPUTERS)

APPLE (Apple Computers, Inc.)

Air Traffic Controller
Alcohol
American Biographies
American Indians
Annam: The Study of a Developing Country
Astro Word Search: Geography
Armorcar
Bargain
Blitzkreig
Calendar Skills
Capitals of the U.S.
Career Education
Christopher Columbus
Civil
Civil War Period
Clock
Colonial Period
Computer Literacy
Constitutional Period
Consumer Education
Continent
Country
Country
Crisis
Daniel Boone
Decades Game, The
Early Civilizations
Ecology Simulations I
Ecology Simulations II
Elect 1
Elect 2
Elect 3
Electoral College
Elementary Social Studies Series
Energy
Europe Map
Exploring America
Fail Safe
Fall of the Third Reich
Farm Life
Furs
Future
Geography Terms
Go West Young Man
Graphing
Hail to the Chief
History and Geography Package
Holidays and Festivals
How to Read in the Content Areas
Individual Study Center
Industrial Revolution
Know Yourself
Lewis and Clark
Life Expectancy
Limits
Limits
Maps and Globes
Map Reading
Market
Middle Ages, The
Minnag
Mount Suribachi

Network
Nomad
North to Alaska
Oregon
Panzer
People and Relationships
Personal Finance
Planets
Policy
Pollute
POP
Population Fluctuations
President Elect
Presidents
Prisoner, The
Psychotherapy
Regions of the U.S.
Revolutionary War Quiz
Sell Apples
Sell Bicycles
Sell Lemonade
Sell Plants
Settling the New World
Sex Role
Social and Economic Simulations
Social Studies, Vol. 1
Social Studies, Vol 2
Social Studies, Elementary, Vol. 3
Social Studies, Elementary, Vol. 6
Solar Energy of the Home
State Capitals
State Capitals
States
States 2
States and Capitals
States Game, The
States of the U.S.
Streets of the City
Sumer
Supermap
Survival Skills
Telling Time
Terrorist
Thinking and Learning
Three Mile Island
Time Dungeon, U.S.
Time Dungeon, World
Time Traveller
Transportation
Trucker
Trucker and Streets of the City
Uncle Sam's Jigsaw
U.S. Constitution Tutor
U.S. Map
USPOP
Voyageur
War Game Series
Windfall
World Clock
World Desert Regions
World Polar Regions
World War I
World War II

ATARI (Atari, Inc.)

Astro Word Search: Geography
Armorcar
Blitzkreig
Energy Czar

Europe Capitals and Countries
Fall of the Third Reich
Hail to the Chief
Mount Suribachi
Panzer
States and Capitals (Atari Geography)
Streets of the City
Time Traveller
Trucker
Trucker and Streets of the City
War Game Series

PET (Commodore Business Machines, Inc.)

Across the Plains
American Biographies
American Indians
Annam: The Story of a Developing Country
Armorcar
Blitzkreig
Clock
Country
Decades Game, The
Direction and Distance
Early Civilization
Ecology Simulations I
Ecology Simulations II
Elementary Social Studies Series
Europe Capitals
Fall of the Third Reich
Farm Life
Fur Trader
Graphing
Hammurabi
Hat in the Ring
History and Geography Package
Holidays and Festivals
How to Read in the Content Areas
Kingdom
Latitude and Longitude
Lemonade
Limits
Map Directions I
Map Directions II
Maps and Globes
Market
Middle Ages, The
Mount Suribachi
Oceans and Continents
Panzer
Pollute
POP
Regions of the U.S.
Revolutionary War Quiz
Sensational Simulations
Social and Economic Simulations
Social Studies Word List: Regions
Social Studies Package
States and Capitals
States and Capitals
States and Capitals
States Game, The
States of the U.S.
Stock Market
Streets of the City
Telling Time
Time Traveller
Time Zones
Trail West
Transportation
Trucker

Trucker and Streets of the City
U.S. Time Zones
USPOP
War Game Series
World Desert Regions
World Polar Regions

TRS-80 (Tandy Corporation)

Air Traffic Controller
American Biographies
American Indians
Ancient Kingdom Simulation
Annam: The Study of a Developing Country
Astro Word Search: Geography
Armorcar
Atlantis
Battleground
Blitzkreig
Capitals of the U.S.
Career Education
Change Agent
Christopher Columbus
Civil War Period
Colonial Period
Constitutional Period
Consumer Education
Country
Country Guess
Daniel Boone
Early Civilization
Ecological Modeling
Ecology Simulation I
Ecology Simulation II
Economy Simulation
Educational Package I
Educational Package II
Elementary Social Studies Series
Exploring America
Fall of The Third Reich
Farm Life
Geography Explorer: USA
Geography Terms
Go West Young Man
Graph Builder
Graphing
Hail to the Chief
Historic Scroll
History and Geography Package
Holidays and Festivals
How to Read in the Content Areas
Individual Study Center
Industrial Revolution
Kingdom
Lewis and Clark
Limits
Management Decision
Maps and Globes
Market
Merdet
Microcosm I
Microcosm II
Middle Ages, The
Money Master
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Night Flight
North to Alaska
Oil Tycoon
People and Relationships
Personal Finance
Planet Finder

Pollute
POP
Regions of the U.S.
Revolutionary War Quiz
Settling the New World
Social and Economic Simulations
Social Studies: State Guess/Country Guess
South Pole
South Pole
States and Capitals
States of the U.S.
Stock Market Game
Streets of the City
Survival Skills
Telling Time
Time Dungeon, U.S.
Time Dungeon, World
Time Traveller
Transportation
Trucker
Trucker and Streets of the City
U.S. Energy, Environment, and Economic Problems
United States Geography Quiz
USPOP
War Game Series
Westward - 1847
World Desert Regions
World Polar Regions
World War I
World War II

TI 99/4 (Texas Instruments)

Clock
Direction and Distance
Hat in the Ring
Maps and Globes
Trail West

VIC (Commodore Business Machines, Inc.)

Maps and Globes
Trail West

DIRECTORY OF PRODUCERS AND SUPPLIERS

Apple Computer, Inc.
10260 Brandley Drive
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Basics and Beyond, Inc.
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Brain Bank, Inc.
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New York, NY 10001
212/686-6565

Charles Clark Company, Inc.
168 Express Drive South
Brentwood, NY 11717

Comm-Data Computer House, Inc.
320 Summit Street
Milford, MI 48042
313/685-0113

Conduit
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Iowa City, IA 52444

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Educational Activities, Inc.
P.O. Box 392
Freeport, NY 11520
516/223-466

Edu-Ware Services
22035 Burbank Blvd.
Woodland Hills, CA 91367
213/706-0661

Eye Gate Media, Inc.
146-01 Archer Ave.
Jamaica, NY 11435
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Baltimore, MD 21201
301/659-7212

Opportunities for Learning, Inc.
8950 Lurline Ave., Dept L9
Chatsworth, CA 91311
213/341-2535

Program Design, Inc.
11 Cedar Court
Greenwich, CT 06830
203/661-8799

Programma International, Inc.
2908 N. Naomi St.
Burbank, CA 91504
213/954-0240

Scholastic Software
P.O. Box 2002
904 Sylvan Avenue
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SVE - Society for Visual Education, Inc.
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312/525-1500

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Genesco, NY 14454
716/243-3005